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This listing of claims will replace all prior versions, and listings, of claims in the appli ation:

Listing of Claims:

1.　　(Currently Amended)　A method of providing electronic lottery games over a v ireless network from an electronic betting service to a wireless game terminal having a displa / and a button array, comprising the steps of:

transmitting a game identification number over said wireless network from sai(betting service to said wireless game terminal;

transmitting a plurality of game parameters associated with said game identific ition number over said wireless network to said wireless game terminal, wherein the game parameters include instructions for:

causing the display to present plurality of graphic objects;

allowing a player to elect one of said objects by activating a button of said butt(n array;

causing said display to replace said selected object with a second graphic objec , wherein said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

receiving at said betting service said data related to selections on said wireless ¡ ame terminal associated with said game identification number;

calculating a win/loss value at said electronic betting service; and

transmitting said win/loss value to said wireless game terminal.

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2.　　(Currently Amended)　The method of claim 1, further comprising the step of ransmitting

a selection of possible games wherein said game identification number and said plur; lity of game

parameters are associated with thea game selected from said possible games,

3.　　(Previously Presented)　The method of claim 1, further comprising the step of crediting

an account when said win/loss value is a positive value.

4.　　(Original)　The method of claim 1, wherein said calculating step occurs after s aid

receiving step.

5.　　(Original)　The method of claim 1, wherein said calculating step is performed for each

possible selection associated with said game identification number.

6-7.　　(Cancelled)

8.　　(Original)　The method of claim 1, further comprising the step of storing infon nation

associated with said game identification number on a database.

9.　　(Cancelled)

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receiving a game identification number and a plurality of game parameters associated

with said game identification number from said wireless network, wherein said plurality of game

parameters include instructions for:

causing the display to present plurality of graphic objects;

allowing a player to elect one of said objects by activating a button of said button array;

causing said display to replace said selected object with a second graphic object, wherein

said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

accepting at least one gaming selection from said wireless network according to the rules

of said selected lottery game; and

receiving win/loss value information from said wireless network based on said at least

one gaming selection.

11.   (Previously Presented) The method of claim 10, further comprising the step of logging

on to said wireless network to receive a selection of lottery games.

12.   (Previously Presented) The method of claim 10, further comprising the step of storing

information about said at least one gaming selection on a database.

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14.   (Original) The method of claim 10, further comprising the step of calculating a win/loss

value for said selected game.

15.   (Cancelled)

16.   (Original) The method of claim 10, further comprising the step of calculating a win/loss

value for each possible gaming selection of said selected game.

17.   (Previously Presented) The method of claim 10, wherein all of said steps are in the form

of instructions embodied in a carrier wave sent over the said wireless network to instruct said

wireless game terminal to perform all of said steps.

18.   (Currently Amended) An interactive services display and response system for providing

games over a wireless network, comprising:

        a betting service provider on said wireless network; and

        a wireless game terminal connected to said wireless network to communicate with said

betting service provider over said wireless network;

        wherein said betting service provider is configured to transmit a game identification

number over said wireless network to said wireless game terminal, transmit a plurality of game

parameters associated with said game identification number to said wireless game terminal,

receive data related to selections on said wireless game terminal associated with said game

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identification number, calculate a win/loss value, and transmit said win/loss value to said

wireless game terminal; and

wherein said game parameters include instructions for:

causing ~~a~~the display to present plurality of graphic objects;

allowing a player to elect one of said objects by activating a button of ~~said~~a button array;

causing said display to replace said selected object with a second graphic object, wherein

said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service.

19.   (Currently Amended) The system of claim 18, wherein said betting service provider is

further configured to transmit a selection of possible games, and wherein said game

identification number and said plurality of game parameters are associated with ~~the~~a game

selected from said possible games.

20.   (Previously Presented) The system of claim 18, wherein said betting service provider is

further configured to credit an account when said win/loss value is a positive value.

21.   (Original) The system of claim 18, wherein said betting service provider is further

configured to calculate a win/loss value for each possible selection associated with said game

identification number.

22.   (Cancelled)

23.   (Original) The system of claim 18, further comprising a database which stores

information associated with said game identification number.

24.   (Previously Presented) The system of claim 18, wherein said wireless game terminal is

further configured to log on to said wireless network to receive a selection of lottery games.

25.   (Previously Presented) The system of claim 18, wherein said wireless game terminal is

further configured to credit an account when said win/loss value is a positive value.

26.   (Previously Presented) The system of claim 18, wherein said wireless game terminal is

further configured to calculate a win/loss value for said at least one gaming selection.

27-33. (Cancelled)

34.   (Previously Presented) The method of claim 10, wherein all of said steps are in the form

of instructions embodied in a flash memory to instruct said wireless game terminal to perform all

of said steps.

35.   (Currently Amended) The method of claim 1~~8~~80, wherein ~~all of~~ said ~~steps are in the form~~

~~of~~ instructions are embodied in a flash memory to instruct said wireless game terminal to

perform all of said steps.

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36.   (Previously Presented) The method of claim 10, wherein said graphic objects in said

plurality of graphic objects are substantially identical relative to each other.

37.   (Previously Presented) The method of claim 36, wherein said graphic objects are block-

shaped.

38.   (Previously Presented) The method of claim 10, wherein said second graphic object is a

numeral.

39.   (Previously Presented) The system of claim 18, wherein said graphic objects in said

plurality of graphic objects are substantially identical relative to each other.

40.   (Previously Presented) The system of claim 39, wherein said graphic objects are block-

shaped.

41.   (Previously Presented) The system of claim 18, wherein said second graphic object is a

numeral.

42.   (New) A wireless user terminal operatively connected to a betting service through a

wireless network having a graphical display, a button array, a processor, and a computer-

readable medium having computer readable instructions thereon that when executed allow the

terminal to perform a method comprising the steps of:

receiving a game identification number over said wireless network from said betting

service;

receiving a plurality of game parameters associated with said game identificat on number

over said wireless network to said wireless user terminal, wherein the game paramete s include

instructions for:

causing the display to present plurality of graphic objects;

allowing a player to elect one of said objects by activating a button of said but on array;

causing said display to replace said selected object with a second graphic obje t, wherein

said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

transmitting said betting service said data related to selections on said wireles user

terminal associated with said game identification number; and

receiving win/loss value at said wireless user terminal.

43.   (New) A betting service server configured to provide electronic lottery games over a

wireless network to a wireless game terminal having a display and a button array, the server

having a transmitting a game identification number over said wireless network from said betting

service server to said wireless game terminal;

transmitting a plurality of game parameters associated with said game identification number over said wireless network to said wireless user terminal, wherein the game parameters include instructions for:

causing the display to present plurality of graphic objects;

allowing a player to elect one of said objects by activating a button of said button array;

causing said display to replace said selected object with a second graphic object, wherein said second graphic object is different from said selected object; and

transmitting data related to the selection to said betting service;

receiving at said betting service server said data related to selections on said wireless user terminal associated with said game identification number;

calculating a win/loss value at said betting service server; and

transmitting said win/loss value to said wireless user terminal.

44.   (New) The method of claim 1, wherein a user must purchase the lottery game before receiving the game identification number and the win/loss value transmitted to the wireless game terminal indicates the user won the game, the method further comprising the steps of:

linking the game identification number to the user of the wireless game terminal who purchased the game; and

comparing the game identification number to the user playing the game to verify if the user playing the game is the same user that purchased the game.

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45.   (New) The method of claim 10, wherein a user must purchase the lottery game before receiving the game identification number and the win/loss value received at the wireless game terminal indicates the user won the game, the method further comprising the steps of:

linking the game identification number to the user of the wireless game terminal who purchased the game; and

comparing the game identification number to the user playing the game to verify if the user playing the game is the same user that purchased the game.

46.   (New) The system of claim 18, wherein a user must purchase the lottery game before receiving the game identification number and the win/loss value transmitted to the wireless game terminal indicates the user won the game, the method further comprising the steps of:

linking the game identification number to the user of the wireless game terminal who purchased the game; and

comparing the game identification number to the user playing the game to verify if the user playing the game is the same user that purchased the game.